PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01145

LOONEY TUNES™ RACING

INFOGRAMES™

WARNING READ BEFORE USING YOUR PlayStation® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other heat source.
- Be sure to take a break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping it in straight lines from the outer edge. Never use solvents or abrasives.

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INTRODUCTION

Rev your engines! It's time to burn some Looney Tunes™ rubber!

ACME™ Corporation, the corporate giant behind the ACME Disintegrator and the ACME Portable Hole, is sponsoring **six** unique racing contests all over the known Universe. Anyone who is **anyone** in Looney Tunes will be there, so how can **you** miss out?

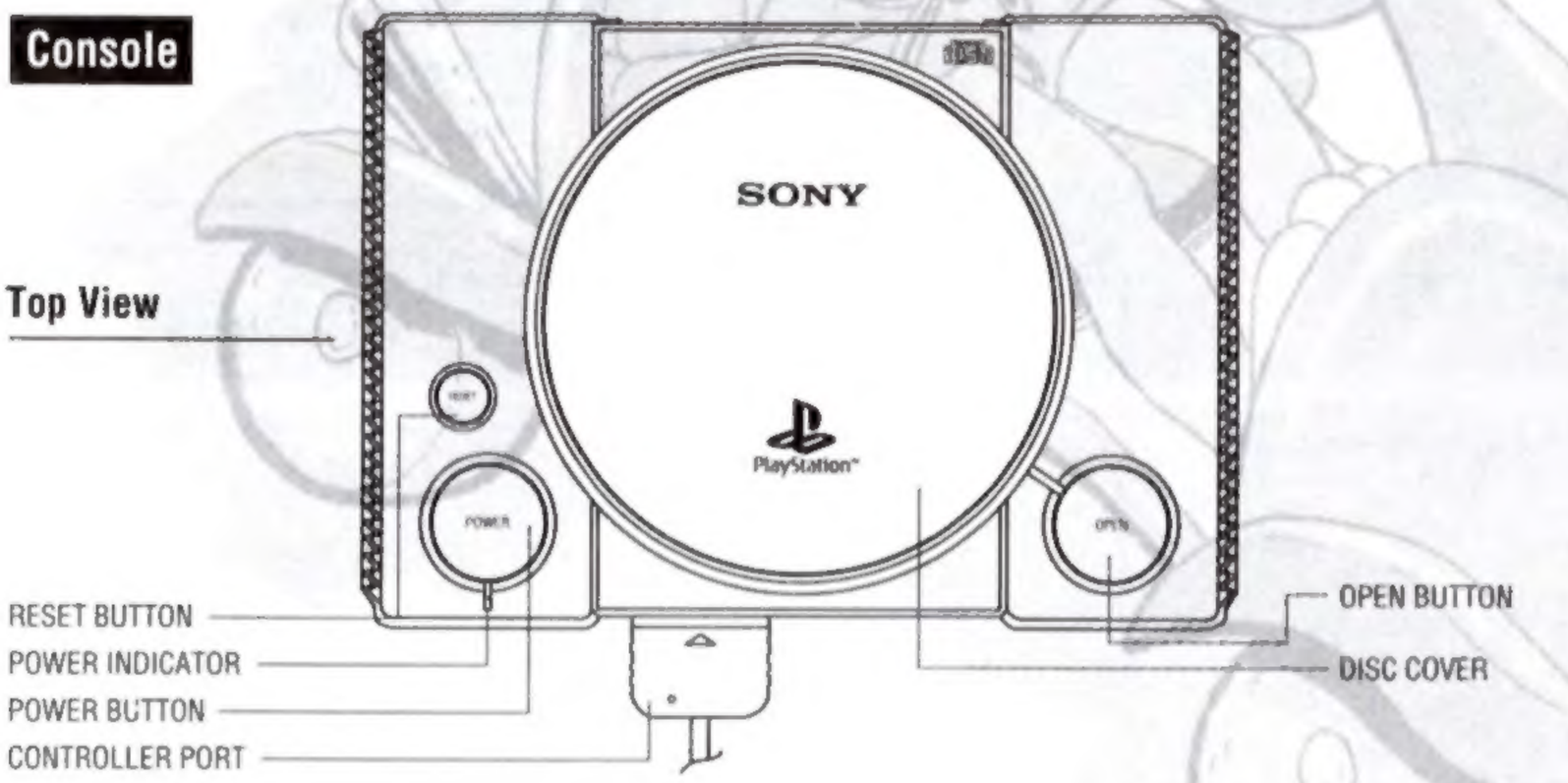
What are the stakes? The winner will be crowned "Most Worthy Tune." In addition, Smokey the Genie will give the lucky winner one wish–anything the winner's heart desires. With rewards like those, how can you just sit here, reading this? Choose your favorite Looney Tunes character - from Bugs Bunny® to Wile E. Coyote®, get behind the wheel of a super-fast racing kart, and get ready for the thrill of your life!

Getting Started

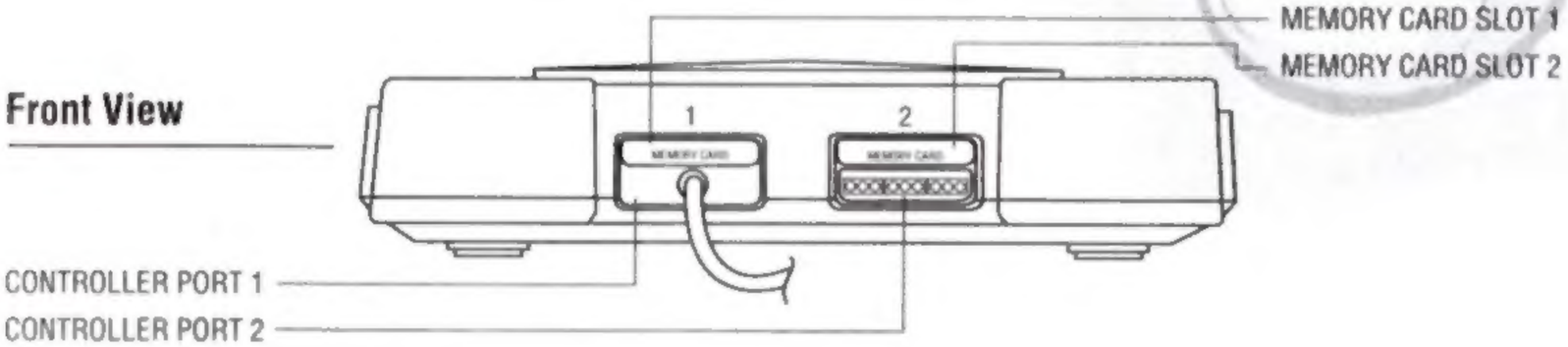
1. Set up your Playstation® game console according to the instructions in the User's Manual.
2. Check that the Console is OFF before inserting or removing a disc.
3. Insert the **Looney Tunes Racing** disc and close the Disc Cover.
4. To load or save a new game, insert a Memory Card into Memory Card slot 1 . Make sure you have at least 1 free block available to save a new game.
5. Connect your Game Controller and turn the Console ON by using the POWER button. Do not connect or disconnect peripherals or Memory Cards while the Console is turned on.

Console

Top View



Front View



Controlling Your Kart

The default controls are shown on the diagram on this page. You can choose between three different controller configurations from the Option Menu (see page 13 for more details on how to do this.)

Note: Looney Tunes™ Racing supports the DUALSHOCK™ analog controller in ANALOG mode. (Make sure the red LED is lit.)

Default Controls:

Directional Buttons / Left Analog Stick:
Steer your kart

L1: Power slide

R2: Rear view

R1: Power slide

△: Change Camera angle / Return to previous menu

○: Use Power Up

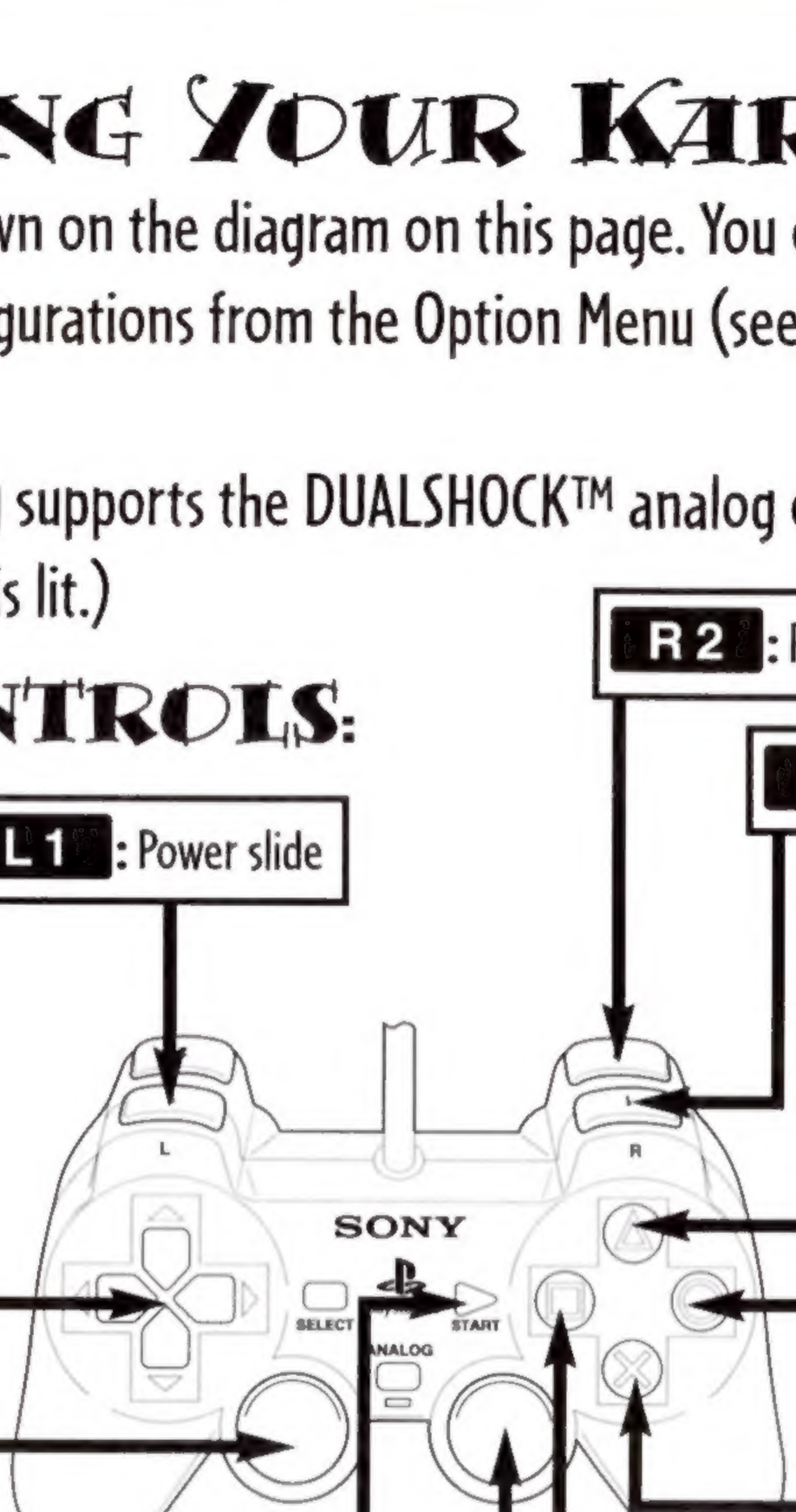
×: Accelerate / Make menu selection

□: Brake/Reverse

START + SELECT:
This will take you back to the title screen and restart your game.

START: Pause Game/ In-Game Menu

Right Analog Stick:
Accelerate / Brake



Main Menu

Once you have selected the game language, watched the opening animation, and pressed START at the Title Screen, you'll come to the Main Menu. Use directional buttons ⬆ and ⬇ to move between these menu items and press the ✕ button to make your selection. If you change your mind, the △ button will return you to the previous menu. Once you start a game and select the appropriate language, you will move to the Main Menu:

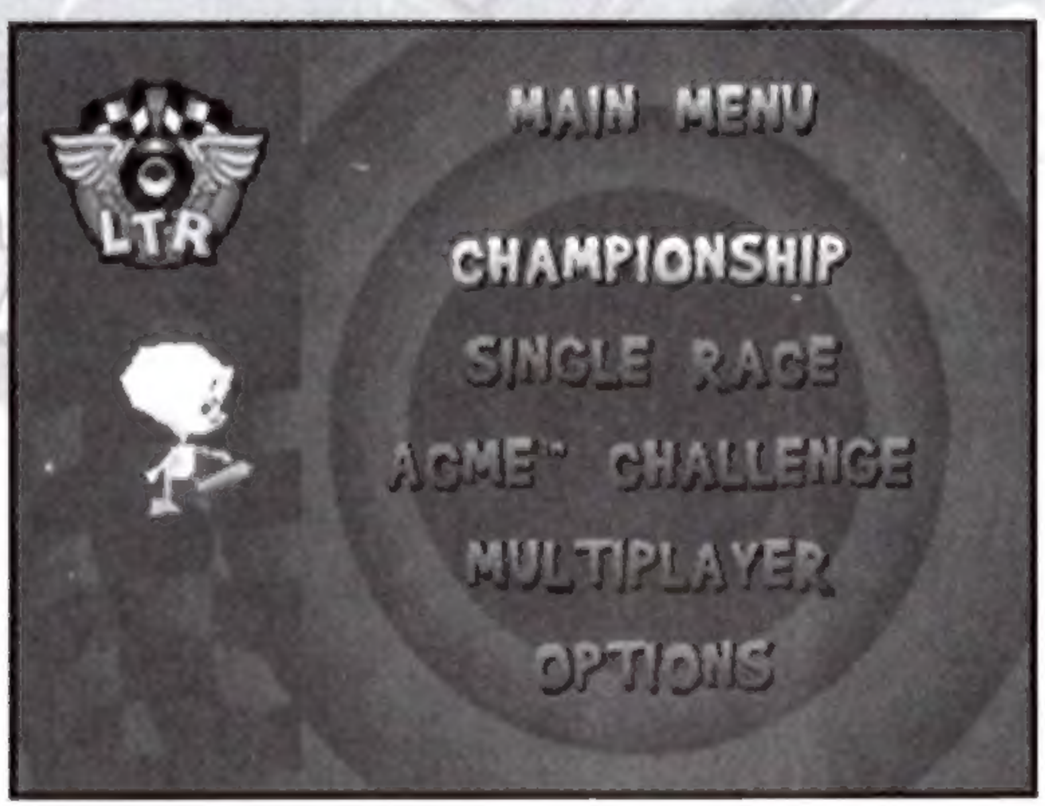
Championship: Pick this mode to start racing in the Championship! (See page 6 for more information.)

Single Race: You can practice your driving skills here. (Page 8 has further details.)

ACME Challenge: Help Smokey open the ACME Museum by recovering artifacts. (More information is located on page 9.)

Multiplayer: Challenge one of your friends to a race in one of the three different Mutliplayer modes! (See page 11.)

Options: Set your game options. (The options are described on page 13.)



Championship

In the Championship mode, you must place first overall in three different championships before you can claim ultimate victory! The Championships are single-player only.

Each of the Championships consists of a certain number of races: four for the RascaL Championship, five for the Stinker Championship, and six for the Despicable Championship.

When you select Championship for the first time, you will only have access to the ACME Rascal Championship. When you win the Rascal Championship (read on a little farther for details on how to do that), you'll unlock the Stinker Championship. When you win that cup, you'll unlock the Despicable Championship for a true test of your driving skills.

You start a new Championship circuit by selecting Championship from the Main Menu. (Supwise, supwise!) Use directional buttons ⬆ and ⬇ to select the Championship you would like to compete in and then press the ⊗ button to move on to the character selection screen. Use directional buttons ⬅ and ➡ to move between the characters until you've found the Tune you'd like to play. Press the ⊗ button to confirm your choice. You'll be racing as the same Tune in all of the races on that circuit, so make sure you pick the right one for you!

Once you've selected your Tune, you'll move to the track selection screen. You don't actually get to select a track here; you'll just see the courses that make up that cup. Press the ⊗ button to move on to the race!

Try to come in first! Once you've finished the race, you'll move to a race results screen that will show you your place, your time for the race (as well your time for each of the laps.) Press the ⊗ button to move to the next screen which will show you how many points you earned for that race (remember that thing about winning the Championship Cup? You're about to find out how to do just that!) Hit the ⊗ button one more time to see the standings for the Championship. When you are ready for the next race hit the ⊗ button one last time.

You earn points for each race, depending on how well you finish:

1st Place: 10 Points

2nd Place: 6 Points

3rd Place: 4 Points

If you finish in 4th, 5th, or 6th Place, you are eliminated from the Championship (although you can retry the race if you have a Continue left; you start each Championship with three continues). If you have the most points at the end of a Championship, you win and move on to the next Championship! You'll also unlock bonus characters and tracks when you win the Championships.

Single Race

Select this mode for a quick, fun race (or just to practice) on any track you have unlocked in the Championship mode. (You don't have to have won a Championship Cup to have unlocked a track; you unlock new tracks in single race mode as you open them in the Championship mode.) You won't earn any victory points towards a Championship in the Single Race mode, but it is an excellent way to have some fun and beef up your driving skills on a specific track. Starting a race in the Single Race mode works just the same way as it does in the Championship mode.

The difference comes at the end of the race. You'll see your race results and times. However, when you press the ⊗ button to move to the next screen, you'll see a listing for times for everyone in the race, but no points. Pressing the ⊗ button again will bring you to a menu that will allow you the option to retry the race, change your character and try that track again, change the track, or quit back to the Main Menu. Use directional buttons ⬆ and ⬇ to move between the choices and press the ⊗ button to make your selection.

Museum Challenge

Help Smokey the Genie get artifacts for the ACME™ Museum in the ACME™ Museum Challenge mode. You can choose from one of fifteen different Challenges on three different floors. Each Challenge has its own goals (and you'll need a different bag of tricks to win each one!). Once you've successfully completed all of the Challenges on the first floor, you'll be able to move on to the second floor. Once you've successfully completed the second floor, you can go to the third.

Each stage includes instructions for what you need to do. Successfully finishing a Challenge will earn you a medal, and there are three grades of medals in each Challenge. Here they are , along with the requirements for earning them:

Bronze Medal: Complete your task and finish 3rd in the race, beating the mini-boss by x seconds, or finishing x seconds inside the time limit.

Silver Medal: Complete your task and finish 2nd in the race, beating the mini-boss by y seconds, or y seconds inside the time limit.

Gold Medal: Complete your task and finish 1st in the race, beating the mini-boss by z seconds, or z seconds inside the time limit.

You'll be able to move on to the next floor if you get at least a Bronze Medal for each of the challenges on the previous floor. However, you will unlock extra secrets and bonuses if you complete all of the challenges with Silver or Gold Medals!

Smokey describes each of your goals before you start the Challenge. But here are some further instructions just to help you out!

"Tagging": Some of the challenges may require you to "Tag" your opponents a certain number of times. This means that you must collect Tokens and use your Power-Ups (see pages 16 - 17) to slow down your opponents. You must Tag your opponents the required number of times and finish in one of the top three places of the race to complete this challenge.

Collect: You have a set time limit to collect a certain number of objects. You won't have any opponents on this stage; just grab the items as fast as you can.

Time Trial: Finish the required number of laps within the specified time to win this challenge There are no other toons on the track during a Time Trial.

BUGS Challenge: You must collect the letters B, U, G, and S in that order and finish in the top three racers to complete this stage. **If you hit a letter out of order, you'll have to start from scratch so be careful!**

One-On-One: Race against another Tune and come in first to claim your medal.

There are also variations on straight races where you may need to win the race without hitting the walls, or where your brakes and powerslide won't work, etc. etc. etc. Make sure to read the instructions carefully before starting a Challenge.

Good luck! Smokey is counting on you!

Multiplayer

Ah, the toughest challenge in the world: testing your driving skills against one of your friends! When you enter Multiplayer mode, you will have three options: 2 Player Vs, 2 Player, Battle, and 2 Player Wacky. Each one is described in detail below:

2 Player Vs

Compete against your friend in a standard Looney Tunes race! Whoever comes in first place, wins! The set-up is much like that of a single race; you'll need to select the difficulty level (Rascal, Stinker, or Despicable. You need to win a Championship circuit in single player to unlock the next level for Multiplayer.) and then choose your Tunes. Once those choices are made, you will move on to the track selection screen.

After track selection, you'll come to the options screen. Here you can set the number of laps for the race. When you've made your selections, the race will start, in split screen mode. Player One plays on the top of the screen while Player Two plays on the bottom. Good luck!

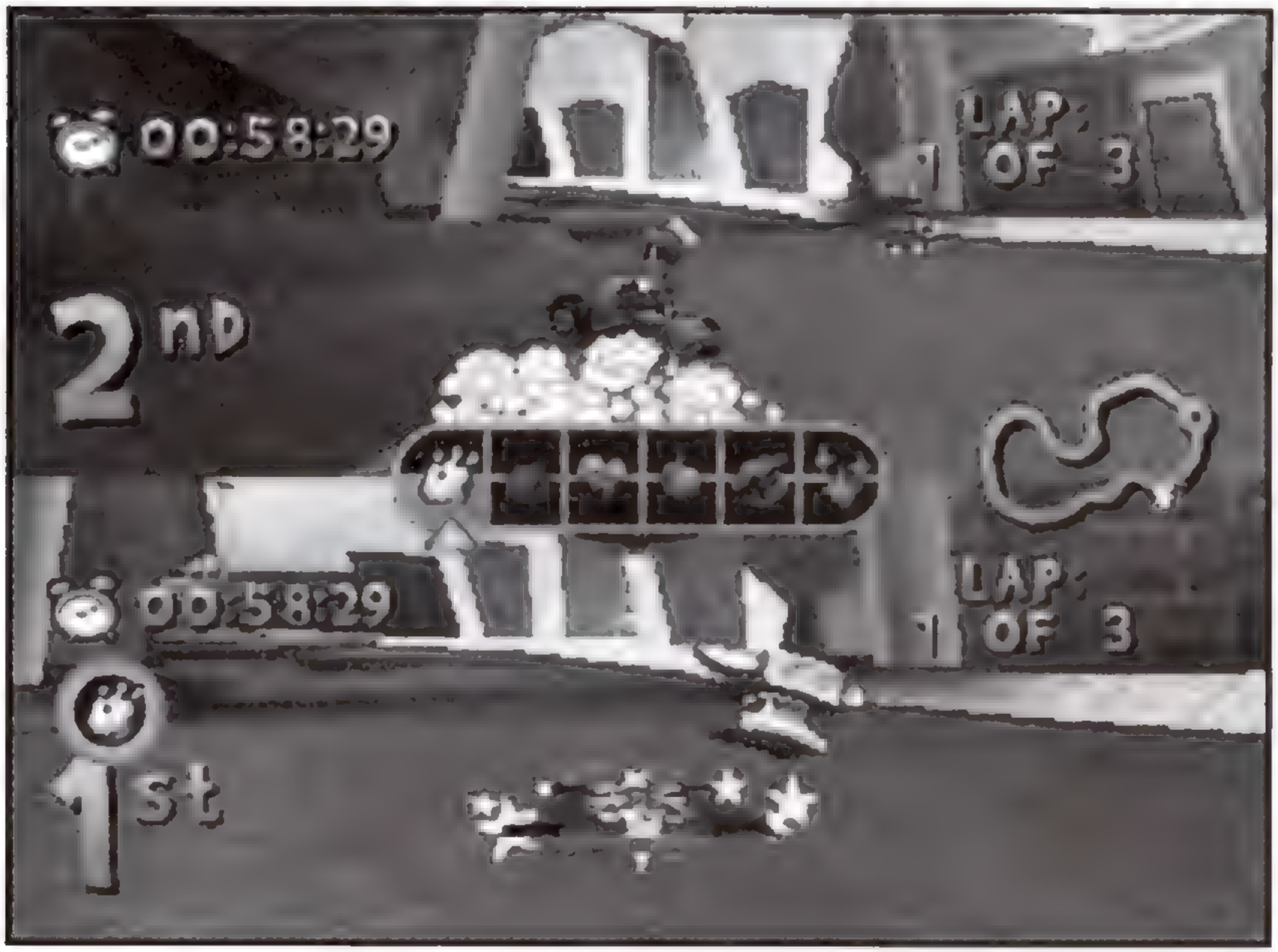
2 Player Battle

The objective here is to Tag (see page 10) your opponent a certain number of times before you get Tagged that many times! The set-up is like the 2 Player Vs, but your options are to set the number of Tags needed to win. Whoever Tags the other player the required number of times first will win!

2 Player Wacky

This is the wackiest mode of them all! Choose the number of stages, choose your drivers and then get ready for some Looney Tunes™ fun! You'll compete against your opponent in a series of randomly selected races and battles! All races will be three laps long; the battles are fought until someone scores three Tags. The player who wins the most stages will be victorious!

2 Player Wacky mode features four **exclusive** "Speedway" tracks that are nice and short for maximum action. You can only access these tracks in **2 Player Vs** and **2 Player Wacky**, so find a friend and get wacky!



Options

When you select Options from the Main Menu, you'll be able to make a selection from the the following choices. Use the directional buttons to move through the menus and the ⊗ button to make your selections. Press the △ button to return to the previous menu.

Audio Options:

You have four different Audio Options:

Sound Volume: Use directional buttons ⬅ and ➡ to adjust the volume level of the sound effects.

Music Volume: Directional buttons ⬅ and ➡ will change the volume of the background music.

Stereo: Use directional buttons ⬅ and ➡ to switch between Stereo and Mono settings.

Voice Over: Toggle this on and off with directional buttons ⬅ and ➡.

Controller Config:

Player One/Player Two: Use directional buttons ⬅ and ➡ to switch between one of three different controller configurations. Each player can set their own configuration.

Vibration: Use directional buttons ⬅ and ➡ to turn the controller vibration on and off.

Load/Save:

See page 15 for more information on how to load and save your games.

Movies:

As you win Championships and finish Challenges, you'll see fun animated cut scenes showing the progress of the story. Select unlocked movies to watch any of the cartoons you've previously opened. Use the directional buttons to scroll between the different scenes; the name of the cartoon will appear at the top of your screen. Press the ⊗ button to view your selected cartoon, and the △ button to return to the Options Menu.

Credits:

A lot of great people poured their hearts and souls into making this exciting game. Select this option if you want to see the names of the people behind it.

Saving and Loading Your Game

You can save your game (which will keep all of the tracks, challenges, championships, and animated cut scenes that you've unlocked) from the Options Menu, as mentioned on page 14. Use directional buttons ⬅ and ➡ to choose the Memory Card you'd like to save your game on and then press the ⊗ button. You can only have one Looney Tunes™ Racing game saved on a Memory Card. If you have a previously-saved game, you will be asked if you would like to overwrite it. Again, use directional buttons ⬅ and ➡ to select "YES" or "NO" and press the ⊗ button.

Loading a previously-saved game works just like saving a game does. Remember that loading your saved game will overwrite any progress you've made since your last save. Your saved game file will take up 1 block on your Memory Card. If you have a saved game on your Memory Card, it will automatically load when you start up **Looney Tunes Racing**.

Warning: Never remove a Memory Card while saving or loading a game.

POWER-UPS

There's more to Looney Tunes™ Racing than just barreling around a track. In true cartoon fashion, you'll have a chance to drop an anvil on an opponent or nail them with a Cream Pie by using Power-Ups. To use a Power-Up, just press the ◉ button. But there's a little more to it than that...

Before you can use a Power-Up, you need to collect Tokens. The number of Tokens you have determines which Power-Up you can use. The Tokens come in values of one, two, or three and you can pick them up by driving through them. As you collect Tokens, your Power-up Meter will display which Power-up you can currently use. You can only use the Power-up indicated on the meter. If you have the highest Power-up lit, you can't accumulate any more Tokens. You can drive through them and they'll vanish, but you won't get any credit for them.

Here's a list (and an explanation) of the various Power-Ups:

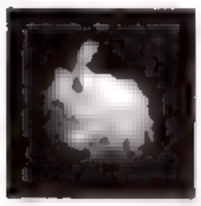
ACME™ Cream Pie (1 Token): Launch this conventional, unguided, cream-topped missile to slow an opponent. It takes careful aim to hit a Tune in the face with one of these babies, but the results are worth it!

ACME™ Boom (2 Tokens): Drop these Booms behind you for an explosively good time. They'll stay on the track for a limited period of time, and any Tune who runs over one will be sorry! A Tune who gets ka-boomed will be slowed down for a short while. As an extra nasty trick, you can bounce the Booms in front of your kart by pressing ⬆ as you press the ◉ button.

ACME™ Portable Rain Cloud (3 Tokens): Talk about raining on someone's parade!

Use this Power-Up to launch a rain cloud at the nearest opponent in front of you. The cloud will stay over the kart, pouring down rain and making for hazardous driving conditions. If the Tune doesn't shake the cloud in few seconds a bolt of lighting will hit the kart, with predictably hazardous results.

ACME™ Homing Cream Pie (4 Tokens): This is a guided version of the standard

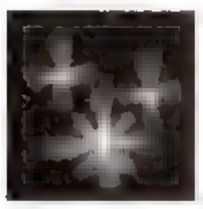


ACME™ Cream Pie. While it is easier (much easier!) to hit a Tune with this Power-Up, you still need to take some care. It can't turn sharply, and may miss an opponent if he drives around a corner or otherwise out-maneuvers the Homing Pie.

ACME™ Anvil Storm (5 Tokens, Race Modes only): When you fire this Power-Up, a

hole will open above the Tunes in front of you and an anvil will drop out, crushing all of your opponents who are ahead of you flatter than pancakes. The effect only lasts a few seconds, but it will really slow them down! This Power-Up is too powerful for Battle Mode, and can't be used when you're battling one of your friends.

ACME™ Invulnerability Dust (6 Tokens, Race Modes only): The ultimate in



Power-Ups, not only does this stuff keep you safe from the effects of all the other Power-Ups and environmental damage (see page 18), but it also boosts your speed! In addition, if you bump another kart, you'll squash 'em flat! Unfortunately, the dust only lasts for a little while, and then it is back to normal. This Power-Up does not appear in Battle Mode (since it would be boring to be invulnerable when you're battling a friend.)

The Tracks

There are a few things you should know as you race around the tracks. You'll find some special things to make your racing a little more exciting...

Gag-Activation Arches

You'll come across arches during your races. If you drive through them, you'll trigger some kind of effect, (such as falling anvils, trains, rolling boulders) on the track in front of you. Watch out for the big white 'X's, because that's where these nasty things are going to hit. The types of things that can happen vary from track to track. Watch for opportunities to use the gags against your opponents; it's a great way to put the kibosh on someone who is ahead of you. Just be careful that **you** don't get flattened!

Speed Pads

When you are driving, green means 'go', and that's just what will happen when you drive over one of these little green patches on the road: you'll get a temporary boost in speed! This boost will only last a few seconds, but it can really make a difference. Keep your eyes open as you move around the track.

Racing Tips

Here's some useful advice, aimed at helping you finish your races first:

- The best racers memorize the Speed Pad and Gag positions to take maximum advantage of their environment.

- Speed Pads are often "hidden" on the inside edge of curves. Keep your eyes open for any hint of green!

- Learn how to powerslide! It gives you a slight speed advantage. And you'll want to know how to get every extra bit of speed out of your kart as you're racing around the tracks.

- When you're using a non-guided pie, wait for a straight-away and line your shot up carefully before letting it fly.

- Expert racers master the technique of throwing Booms in front of their kart in narrow areas to maximize the damage. Just make sure you don't run over your own boom!

- The Anvil Storm only works on racers in front of you, so wait for the stragglers to catch up and pass you before crushing them!

The Tunes

When you first start Looney Tunes Racing, you'll be able to pick from one of six different Tunes listed on these pages. As you win Championship Cups and Museum Challenges, you'll discover more characters to use!

Bugs Bunny®

Bugs blasts around the tracks in his specially designed, orange vegetable-shaped kart that runs entirely on carrot juice! Watch out for his sassy driving style!

Daffy Duck®

Daffy had to foot a massive 'bill' for the customization on his exclusive roadster. Fortunately, it takes to the road like a duck to water! He's a wacky driver who's determined to win.

Tasmanian Devil®

With a ferocious kart (which perfectly matches his temperament!), Taz's spiked wheel and aggressive driving style means that you'd better stay out of his way if you want to finish the race in one piece! Taz's unrestrained driving makes him a difficult race to predict.

Marvin the Martian®

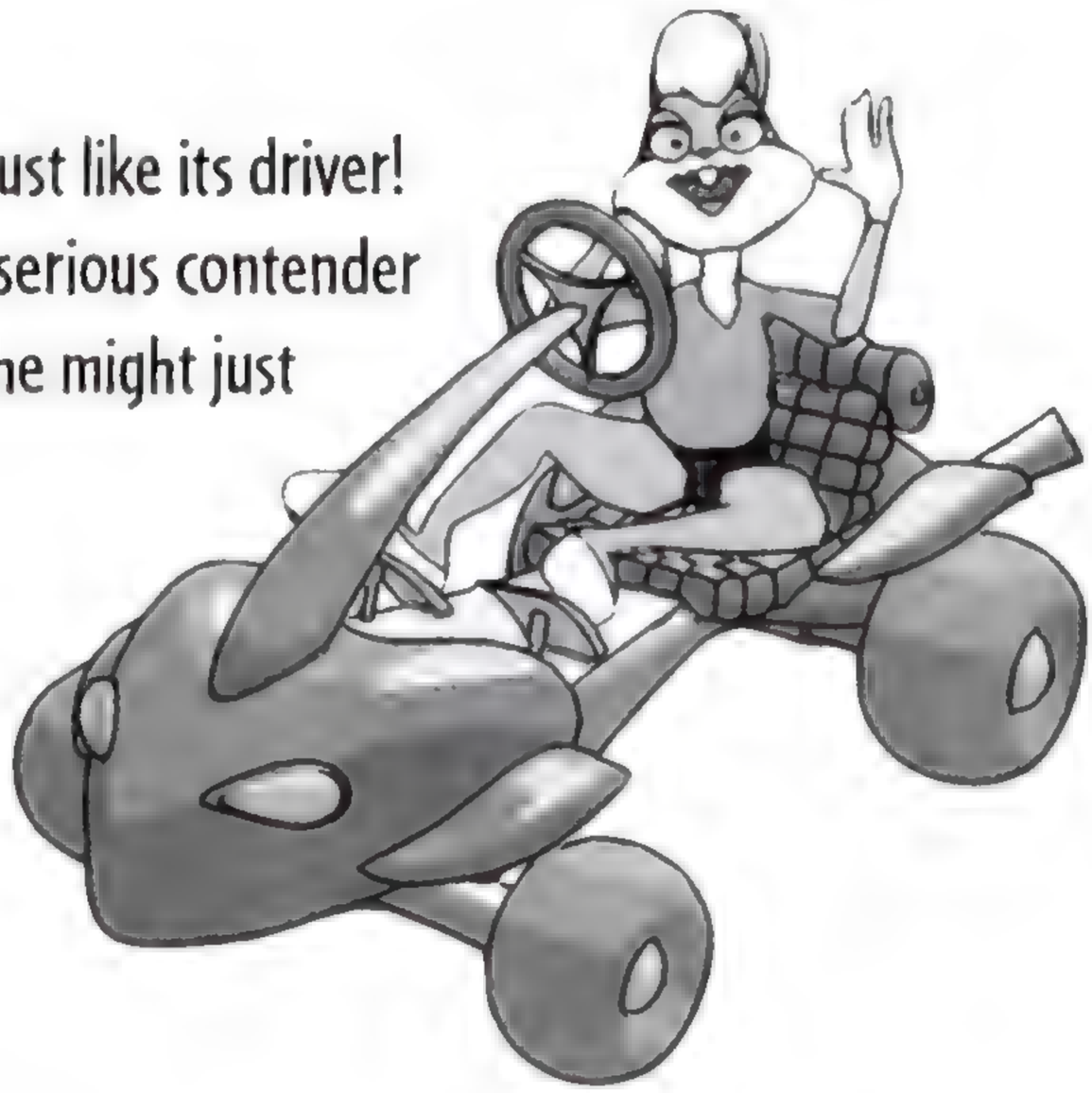
Marvin has invented the Ultimate Weapon to win his races and destroy the planet Earth. His rocket-shaped kart flies around the track almost as well as his spaceship flies between planets! His moves are planned and precise, and his mind is set on winning at all costs!

Wile E. Coyote®

As you might expect from a super-genius, Wile E. has adapted some of ACME™'s technology for his own use. His rocket-car is blazingly fast and has very little trouble steering. No, really. He's a sneaky Tune who will grab the race away from you in a second if you aren't careful.

Lola Bunny®

Lola's kart is curvy, suave, and vivacious – just like its driver! But don't let her good looks fool you; she's a serious contender for the championship! With her slinky style, she might just blaze on by you.



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